

## Associate of Applied Science: Art & Design Graphic Design

**2023-2024 Catalog Year**

*Suggested Course Sequence Sheet*

School of the Arts Academic Advising: 801.863.5397 email: SOAADVISORS@uvu.edu

Freshman Fall	Credits
ENGL 1010: Intro to Writing	3
Quantitative Literacy Requirement *	3
ART 1110: Drawing I	3
ART 1400: Graphic Computer Applications	3
ARTH 2710: Prehistoric Thru Gothic Art	3
ART 200R: Art & Design Lecture Series	1
<b>TOTAL</b>	<b>16</b>

\* Department Review for ART 1120

Freshman Spring	Credits
ENGL 2010: Intermediate Writing **	3
ART 1120: 2D Design	3
ART 1410: Typography I	3
ART 1420: Graphic Design I	3
HLTH 1100 or EXSC 1097	2
ART 200R: Art & Design Lecture Series	1
<b>TOTAL</b>	<b>15</b>

Sophomore Fall	Credits
DWDD 1600: Web Essentials	3
ART 2280: 3D Modeling	3
ART 1130: 3D Design	3
ART 1750: Digital Imaging	3
ART/ARTH Elective (upper division recommended)	3
Biology/Physical Science Distribution	3
<b>TOTAL</b>	<b>18</b>

\* See Formal Admission Requirements Below

Sophomore Spring	Credits
ART 2400: Production Design	3
ART 2430: Branding I	3
ART 2440 Motion Graphics I	3
ARTH 2720: Renaissance to Contemp Art	3
ART/ARTH Elective	3
Social/Behavioral Science Distribution	3
<b>TOTAL</b>	<b>18</b>

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\*Math 1030 recommended if you plan on continuing in the BFA Graphic Design program.

\*\*ENGL 2010 required if you plan on continuing in the BFA Graphic Design program.

Formal Admission Requirements	
<i>The below courses must be completed and grades recorded before you will be eligible to apply for the Graphic Design program</i>	
AAS: Graphic Design	BFA: Graphic Design
You must complete the following 4 courses to be eligible to apply to the AAS in Graphic Design	You must complete the following 9 courses to be eligible to apply to the BFA in Graphic Design
ART 1120	ART 1120      ART 2280
ART 1400	ART 1400      DGM 2120
ART 1410	ART 1410      ART 2400
ART 1420	ART 1420      ART 2430
	ART 2440

### Math & English Requirements

All School of the Arts students must be continuously working toward the completion of their required Math & English courses. Non completion will result the inability to register for 3000 level or higher courses and loss of opportunity to graduate with a degree.

### Sophomore Progression Requirements

In order to graduate with this degree and progress into the Bachelor degree program you get nothing less than a C- in your Art & Design courses and maintain an overall GPA of 3.0 or higher. Additional details on graduating with this degree AND applying into the bachelor degree program can be found at this link: <https://www.uvu.edu/artdesign/students/> within the BFA Information on Graphic Design.

### Internship Prep

It is recommended that you complete an internship as part of your professional development and skill building.

While an internship course will not count toward completion of the AA degree, it will count toward the BA and BS degrees in Art & Design.

To reach this professional milestone, please do the following:

1. Create a digital portfolio on behance.com or other portfolio website (include best works only).
2. Come up with a list of 5 companies you want to work for after graduation and 5 companies you consider to be dream-job companies.
3. Research the jobs/companies on your list and figure out if they hire interns (keep a record of their website & contact info)
4. Contact the School of the Arts Internship Coordinator, (AFTER steps 1-3 have been completed) and talk about where to go from here.

Their information can be found online at: <https://www.uvu.edu/internships/>, or call 801.863.6589 or visit LC409

### Study Abroad

Study Abroad programs are faculty led programs that happen during Summer semester to a wide range of locations and foreign countries These programs are not only a great way to learn a foreign language, they're also a great way to study Art & Design

### Graduation Requirements

1. Completion of a minimum of 63 semester credits.
2. Overall grade point average of 2.0 or above.
3. Completion of Graduation/Student Portfolio
4. Residency hours - minimum of 20 credit hours through course attendance at UVU.
5. Completion of GE and specified departmental requirements.
6. Turn in Graduating Student Portfolio: <https://www.uvu.edu/artdesign/students/index.html#graduationportfolio>

Students must meet general education, Department of Art & Design requirements to qualify for graduation found here:

<https://www.uvu.edu/catalog/current/departments/degrees-programs.html>

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